MANAFRONT

OFFICIAL CORE RULES

Version 0.11 - Alpha

An Unofficial Tactical Wargame Format for Magic: The Gathering

August 2026

FORMAT IDENTITY

Manafront is a battlefield-scale Commander variant built around shared Rounds, grid movement, physical Range, battlefield Influence, tactical positioning, Castle sieges, Portal assaults, Equipment looting, Craft boarding, formations, and creature Size. It prioritizes wargame identity while preserving printed Magic card text wherever Manafront does not replace the underlying concept.

Unofficial fan-created format. Not affiliated with, endorsed by, sponsored by, or approved by Wizards of the Coast. Magic: The Gathering and related names and marks belong to their respective owners.

Contents

1. Core Principle and Rules Authority
2. Battlefield Setup, Castles, and Portals
3. Winning, Losing, Poison, and Elimination
4. Commander and Deck Construction
5. Shared Round and Timing
6. Priority and Creature Initiative
7. Battlefield Geometry and Line of Sight
8. Creature Size and Range
9. Movement
10. Terrain
11. Combat, Retaliation, and Interception
12. Influence, Sources, Targets, and Nonspatial Zones
13. Physical Entry, Deployment, and Control Changes
14. Permanents on the Map and Battles
15. Equipment, Storage, Looting, and Interaction
16. Craft: Mounts, Vehicles, and Spacecraft
17. Tokens and Formations
18. Costs, Mana, and Economy
19. Keyword and Card-Text Conversions
20. Quick Reference
Appendix A. Creature Subtype Size and Range Table
Appendix B. Alpha Release Notes and Playtest Record

1. Core Principle and Rules Authority

GOLDEN RULE
Use normal Magic: The Gathering and Commander rules unless Manafront explicitly replaces a concept. Printed card text continues to matter. When a card invokes a concept that Manafront has converted - such as turns, blocking, movement, Range, Influence, physical placement, or Craft - use the Manafront conversion.

1.1 Rules Hierarchy

1. Apply printed card text and normal Magic rules.
2. Apply Manafront rules wherever this format replaces normal turn structure, blocking, battlefield position, movement, Range, Influence, physical interaction, or another named concept.
3. Apply scenario-specific rules last. A scenario may add objectives, victory conditions, terrain effects, deployment restrictions, or other overrides.
4. If an interaction still cannot be resolved, make the simplest temporary table ruling that preserves the card's function and Manafront's spatial rules, then record it for review.

1.2 General Resolution Principles

- Spatial legality is determined first. If an interaction is legal under Manafront position, Range, Influence, and targeting rules, normal Magic replacement and prevention rules then apply.
- Normal Magic state-based actions, shortcuts, and loop rules apply unless Manafront explicitly replaces them.
- When normal Magic requires Active Player/Nonactive Player ordering, treat the Primary Player as the active player and proceed clockwise.
- When multiple physical placements must be resolved from a simultaneous event, perform the physical placements in Primary Priority order. Each player chooses the order of their own objects. The underlying Magic event remains simultaneous.

1.3 Defined Terms

Term	Definition
Battlefield	The entire 60x60 grid, including all Castles and the Neutral Zone.
Castle	A standard 9x9 corner deployment area belonging to one player while that player remains in the game.
Neutral Zone	Every battlefield space that is not inside the Castle of a surviving player.
Portal	The center space of a Castle. It represents that player spatially, serves as the normal deployment origin, and stores Equipment kept at base.
Castle Wall	An impassable boundary segment around a Castle except at Gates. A Wall can be attacked to deal combat damage to its player.
Gate	A centered 3-space-wide opening on each Castle side that faces the Neutral Zone.
Round	One complete shared Manafront turn in which all players progress through the phase sequence together.
Primary Player	The player currently holding Primary Priority. Generic card text referring to that player's turn uses this status.
Activation	A creature's opportunity at its initiative to move and then Attack or use another legal activation option.
Range	The maximum grid distance for a creature's normal Attack, normally determined by creature subtype.

Term	Definition
Influence	The battlefield areas in which a player's spells and noncreature battlefield-wide effects can operate.
Retaliation	Combat damage dealt back by an eligible untapped creature that is attacked and can reach the attacker.
Interception	Manafront's conversion for mandatory or special blocking interactions.
Interception Window	The priority window after an attacker and all applicable Interceptors are determined but before First-Strike Damage.
Craft	A Mount, Vehicle, or Spacecraft with a physical footprint and interior.
Formation	A group of identical creature tokens represented and moved together while remaining separate permanents.
Attack History	The creatures a player has declared as normal attackers during the current Combat sequence.

2. Battlefield Setup, Castles, and Portals

2.1 Standard Four-Player Battlefield

- Use a 60x60 square grid for the standard four-player free-for-all game.
- Each corner contains one 9x9 Castle.
- Each Castle contains one Portal in its unique center space: row 5, column 5 of that Castle.
- All spaces outside the Castles of surviving players are the Neutral Zone.
- For standard competitive maps, terrain should use 90-degree rotational symmetry. Casual and scenario maps may intentionally be asymmetric.
- Every standard map must provide at least one continuous traversable route at least 4 spaces wide from the vicinity of each Castle into the central Neutral Zone.
- Place and identify terrain, elevations, buildings, and other obstacles before play begins.

2.2 Castle Walls and Gates

- Castle Walls lie along the Castle perimeter and do not occupy grid spaces. They block ordinary ground movement and line of sight across the boundary.
- Each Castle has a centered 3-segment-wide Gate on each of its two sides facing the Neutral Zone. A Gate is a break in the Castle Wall aligned with the three central Castle-edge spaces on that side. Movement and line of sight may pass through the opening.
- Standard inward-facing boundary pattern: Wall - Wall - Wall - Gate - Gate - Gate - Wall - Wall - Wall.
- Castle Walls are permanent terrain while their player remains in the game. They do not have separate hit points and are not destroyed by ordinary combat damage.
- Creatures occupy the normal grid spaces aligned with a Gate, not the Gate boundary itself. A creature positioned in those spaces can physically block passage if its footprint legally fits.
- Flying and effects that explicitly permit crossing Walls may ignore the movement barrier as specified by their rules.

2.3 Portal

PORTAL
The Portal is the spatial representation of a player, the standard deployment origin, and the Castle storage location for Equipment.

- A Portal occupies one reserved battlefield space. Creatures cannot occupy or move through that space.
- The Portal does not block line of sight.
- A player is considered located at their Portal whenever a Manafront rule needs that player's physical location.

- Nonphysical permanents and nonphysical sources are considered located at their controller's Portal when a physical origin is required.
- Equipment stored at base is stored at the Portal. There is no separate Item Rack.

2.4 Heavy Deployment

Standard Gates are intentionally only 3 spaces wide, so a 4x4 creature cannot pass through them. To prevent a player's own Castle from trapping a newly deployed heavy unit, use this rule:

HEAVY DEPLOYMENT
A 4x4 creature that would enter inside its controller's own Castle without a specifically fixed battlefield position is instead placed in the nearest legal Neutral Zone position adjacent to either friendly Gate. If no such legal position exists, use the normal failed-entry rule in Section 13. A 4x4 creature does not gain permission to enter an enemy Castle through a 3-space Gate.

2.5 Occupancy

- An ordinary nontoken creature cannot share battlefield spaces with another ordinary creature unless a rule or ability explicitly allows it.
- Creature tokens may share a space when represented as a Formation.
- Friendly creatures may move through friendly occupied spaces but cannot end a movement step in an illegal position.
- Creatures cannot move through spaces occupied by enemy creatures unless a rule or card explicitly permits it.
- Flying and Shadow create specific sharing exceptions described later.
- A creature must fit its complete footprint after every single space of movement.

3. Winning, Losing, Poison, and Elimination

3.1 Starting Life and Player Damage

- Each player begins with 40 life.
- A creature deals combat damage to a player by legally attacking either that player's Portal or one of that player's Castle Wall segments.
- Damage dealt to a Portal or Castle Wall is dealt to the represented player unless a Manafront rule, such as the Infect Wall rule, says otherwise.
- Commander combat damage has no special loss condition in Manafront.

3.2 Standard Loss Conditions

STANDARD LOSS
A player loses if their life total is 0 or less or if they have 10 or more poison counters. A scenario may establish additional victory or loss conditions.

- Drawing from an empty library does not cause a player to lose.
- Printed effects that say a player wins the game do not create a Manafront win condition.
- Printed effects that say a player loses the game do not create a Manafront loss condition.
- Effects stating that a player cannot lose the game or that an opponent cannot win the game do not prevent Manafront's 0-life or 10-poison loss conditions.
- Scenarios may add capture, survival, escort, score, control, or other victory conditions.

3.3 Poison and Portal Combat

Interaction	Manafront Result
Infect vs. creature	Damage is dealt as -1/-1 counters normally.
Infect vs. Castle Wall	Deals no player damage and gives no poison counters.
Infect vs. Portal	Combat damage to the represented player is given as poison counters instead of life damage.

Interaction	Manafront Result
Toxic vs. Castle Wall	Deals normal life damage; Toxic gives no poison counters.
Toxic vs. Portal	Deals normal life damage and gives Toxic poison counters normally.
Poisonous vs. player	Poisonous triggers only from successful combat damage delivered through that player's Portal.
Direct poison/proliferate effects	Work normally if the affected player is spatially legal under the source's Range or Influence rules.
Infect noncombat damage vs. player	Deals no player damage and gives no poison counters. Infect can poison a player only through combat damage from a direct Portal Attack.

3.4 Simultaneous Loss

- If multiple players meet a Manafront loss condition simultaneously, they are eliminated simultaneously.
- If every remaining player loses simultaneously, the game is a draw unless the scenario says otherwise.

3.5 Eliminated Players

- All objects owned by the eliminated player are removed from the game. This removal is not death, destruction, sacrifice, or exile and does not create ordinary death or zone-change triggers.
- Permanents controlled by the eliminated player but owned by surviving players return to their owners under those owners' control. Physical permanents do not move solely because control returns.
- Remove the eliminated player's Portal. Its space becomes an ordinary battlefield space.
- The former Castle immediately becomes part of the Neutral Zone. Its Walls, Gates, and scenario terrain remain unless the scenario removes them.
- Once the Castle becomes Neutral Zone, all players have normal Neutral-Zone Influence there.

4. Commander and Deck Construction

- Use normal Commander deck-construction rules, color identity, singleton restrictions, Commander selection, Command Zone rules, Commander tax, partner/background options, and Commander mulligans unless Manafront says otherwise.
- Use the normal Commander ban list in addition to Manafront restrictions.
- Planeswalker cards are not legal in Manafront, including planeswalkers that could normally serve as commanders.
- Battle cards are legal.
- The Commander begins in the Command Zone normally.
- Commander tax and normal Commander zone-change options apply normally.
- Commander damage does not create a Manafront loss condition.

4.1 Commander Deployment

- A Commander cast as a creature uses the normal physical-entry hierarchy in Section 13, normally deploying near its controller's Portal.
- A 4x4 Commander uses Heavy Deployment when applicable.

4.2 Commander as a Flash Deployment Point

- If the Commander is on the battlefield, a creature with Flash may enter in a legal unoccupied position within that Commander's current Range instead of using normal Portal deployment.
- If the Commander is inside a Craft, measure this deployment Range from the Craft's battlefield footprint.
- All normal timing and casting requirements still apply.

5. Shared Round and Timing

All players take their turns together. One complete shared turn is called a Round. One player is the Primary Player for each Round, and Primary Priority rotates clockwise after each completed Round unless an effect changes the sequence.

5.1 Standard Round Sequence

1. Untap - all players untap simultaneously, subject to effects that prevent untapping.
2. Upkeep - all players have an Upkeep; triggers are ordered beginning with the Primary Player and then clockwise.
3. Draw - all players draw simultaneously.
4. Precombat Main Phase - all players may take normal own-main-phase actions when they receive priority.
5. Beginning of Combat.
6. Movement and Combat Activations - creatures activate from highest mana value to lowest as described in Section 6. Each creature resolves its own movement and combat completely before the next activation.
7. End of Combat.
8. Postcombat Main Phase - all players may take normal own-main-phase actions when they receive priority.
9. End Step - all players have an End Step; triggers are ordered using Primary Priority.
10. Cleanup - damage marked on creatures is removed and normal cleanup occurs.

5.2 Shared Phase Ownership

SHARED PHASE OWNERSHIP
Every normal shared phase or step counts as that phase or step for every player simultaneously. Primary Priority does not determine who owns an Upkeep, Draw Step, Main Phase, Combat, End Step, or Cleanup.

- During each shared Main Phase, every player may play lands and take sorcery-speed actions whenever they receive priority, subject to normal timing restrictions.
- Each player receives their normal land-play allowance each Round.
- "At the beginning of your upkeep" and similar phase-specific text normally occurs once each Round for that player.
- "At the beginning of each opponent's upkeep" occurs once for each opponent during the shared Upkeep.

5.3 Primary-Turn Text

- Generic "during your turn" text applies only while you are the Primary Player.
- Generic "during an opponent's turn" text applies while another player is Primary Player.
- "Once each turn" and similar restrictions mean once each Round unless the text is specifically tied to a named phase or step.

5.4 Duration Conversions

Magic Wording	Manafront Meaning
this turn	this Round
until end of turn	until this Round's Cleanup
until end of combat	until the current Combat ends
until your next turn	until your next shared Untap Step
until the beginning of your next turn	until your next shared Untap Step begins
until your next upkeep	until your next shared Upkeep
until your next end step	until your next shared End Step

Magic Wording	Manafront Meaning
at the beginning of the next end step	the next shared End Step
once each turn	once each Round

- Once a delayed effect has been legally created for a specific object, later movement does not cancel that delayed effect merely because the object moves out of Range or Influence. Any new target chosen later must still be legal.

5.5 Extra Turns and Extra Phases

- An extra turn creates another full shared Round in which the player receiving the extra turn is Primary Player. All players still participate in the shared Round normally.
- If multiple extra Rounds are created, use normal Magic ordering for extra turns.
- Extra Rounds are inserted before the next scheduled Primary Round. After all pending extra Rounds finish, resume the normal Primary sequence where it left off.
- An additional phase or step granted to one player belongs only to that player. Other players may still receive priority and respond normally.
- An additional Combat grants only that player another Movement and Combat sequence. It creates a new Attack History.

5.6 Skipped Turns

SKIPPED ROUND CONVERSION
When a player would skip their next turn, they lose their next scheduled Primary Round. Primary Priority advances to the next eligible player. During that shared Round the skipped player still participates in Untap, Upkeep, and Draw and may take legal instant-speed actions, but acts last in applicable priority sequences, cannot play a land, cannot take sorcery-speed actions, and their creatures receive no normal Movement/Combat activations.

- Triggered abilities continue to function for the skipped player.
- If multiple players have pending skipped turns, preserve the existing Primary sequence and place skipped players last in the applicable order, with the most recently skipped player last among them.

5.7 Special Timing Conversions

- If a card counts spells cast "last turn," use spells cast by the previous Round's Primary Player.
- For Day/Night, treat the previous Round's Primary Player as the previous active player when counting spells.
- Storm counts only other spells cast by the Storm spell's controller earlier during the current Round.
- "End the turn" ends the current Manafront Round for everyone and advances to Cleanup as normal for that effect. "End the combat" ends the current shared Combat.

6. Priority and Creature Initiative

6.1 Standard Priority

- For most shared phases, the Primary Player receives priority first.
- Priority then proceeds clockwise.
- Players may pass priority normally. When all players pass with the stack empty, the game advances.
- The Stack is nonspatial. Spells and abilities on the Stack can be targeted regardless of battlefield Range or Influence.

6.2 Creature Initiative

- During Movement and Combat, initiative proceeds from highest mana value to lowest.
- At each mana value, beginning with the Primary Player, each player with an eligible creature at that mana value activates one creature. Continue clockwise in rounds until all eligible creatures at that mana value have activated.
- If one player controls several creatures with the same mana value, that player chooses which one to activate each time their place in the cycle is reached.

- Creature tokens without a specified mana value act at mana value 0. Tokens with a specified mana value use it.
- Once initiative has passed a mana value, a creature entering at that mana value or higher receives no normal Movement/Attack activation that Round unless a rule explicitly grants one.
- A creature uses its current mana value when its activation begins. A later mana-value change does not grant another activation.

6.3 Entry and Control Eligibility

- A creature that entered the battlefield or changed controllers after the beginning of the current Round cannot make a normal Movement/Combat activation unless it has Haste.
- Changing control does not move the permanent. If a creature changes controllers during combat, it is removed from that combat but remains in its physical position.
- A creature that already activated does not receive another activation merely because it changes controllers.

7. Battlefield Geometry and Line of Sight

7.1 Measuring Distance

- Orthogonal and diagonal movement each cost 1 Movement unless terrain changes that cost.
- Range is measured using the same one-space diagonal measurement.
- For multi-space sources and targets, measure the shortest distance between any space occupied by the source and any space occupied by the target.
- For Range to a Castle Wall segment, use the Castle-edge space immediately inside that Wall segment as the reference space. A creature occupying that edge space, or the exterior space directly across the Wall from it, is treated as Range 1 from the Wall. The targeted Wall does not block line of sight to itself.
- Melee Range does not cross an impassable boundary such as a Castle Wall unless a rule or effect explicitly permits interaction across that boundary.
- A creature may move diagonally between occupied or blocked spaces if the movement does not cross an impassable boundary and the creature's full destination footprint is legal.

7.2 Line of Sight

- Ranged Attacks require line of sight.
- When testing line of sight, ignore the source's own occupied spaces and the target's own occupied spaces. Only intervening spaces and boundaries can block the line.
- Creatures can block line of sight when their occupied spaces obstruct the firing line.
- Forests, Castle Walls, mountains, buildings, and other designated terrain may block line of sight.
- A multi-space source has line of sight if at least one legal line exists from one of its occupied spaces to an occupied space of the target.
- Elevation is supported. Scenarios or maps define elevated spaces and any special line-of-sight consequences.

8. Creature Size and Range

Every listed creature subtype has a default Size and Range in Appendix A. Size determines the creature's square footprint. Range determines the creature's normal Attack distance. Subtype alone grants no additional abilities.

8.1 Multiple Creature Types

SUBTYPE COMBINATION RULE
A creature with multiple creature types uses the smallest Size and the greatest Range listed among those types.

- Changing creature types immediately recalculates Size and Range.
- Changeling currently uses the smallest Size and greatest Range available from Appendix A: normally 1x1 and Range 7.
- Creature subtype does not itself grant Flying, Reach, spellcasting, landwalk, or other card abilities.

8.2 Default Creature Profile

UNLISTED OR TYPELESS CREATURE
A creature with no creature subtype listed in Appendix A uses Size 1x1 and Range 1. If it has at least one listed subtype, use the listed subtypes normally. Specific Manafront rules such as Craft Size override this fallback.

8.3 Changing Size

- Adjust a creature's footprint immediately when its Size changes.
- If the new footprint overlaps occupied or illegal spaces, push and shift affected creatures to the nearest legal positions necessary to create a legal placement.
- If multiple equally near placements exist, the controller of the changing creature chooses among them, subject to simultaneous-placement ordering when applicable.
- FORCED PLACEMENT FAILURE - If a physical permanent already on the battlefield must be resized or repositioned and no legal position can be created for it, put that permanent into its owner's graveyard. This is not destruction. This rule applies whenever another Manafront rule refers to failed physical placement of an object already on the battlefield.

9. Movement

9.1 Movement Value

A creature's default Movement begins at 5. Compare its base power and base toughness. For every full 2 points by which base power exceeds base toughness, increase Movement by 1. For every full 2 points by which base toughness exceeds base power, decrease Movement by 1. Movement cannot be lower than 1 or higher than 9.

Base P/T	Movement
1/1	5
3/1	6
1/3	4
0/5	3

- Movement is calculated when the creature begins its activation and remains fixed for that activation.
- Only effects that change base power and/or base toughness change this calculation.
- +1/+1 counters, Equipment bonuses, Aura bonuses, and temporary power/toughness changes do not change Movement unless they explicitly change base power/toughness.
- Characteristic-defining abilities that determine base power/toughness are used normally.
- A creature with 0 power can move. Minimum Movement remains 1.

9.2 Summoning Sickness, Tapping, and Movement

- A creature with summoning sickness cannot spend Movement or declare an Attack during its combat activation. Haste permits both on the turn it enters.
- A tapped creature still receives its activation and may move and use legal nonattack options, but it cannot Attack, Retaliate, Intercept, or make Opportunity Attacks while tapped.

9.3 Movement and Activation Options

- During its activation, a creature may move up to its Movement before attacking. Any unused Movement may be spent after that creature's combat resolves, before initiative continues.

Instead of declaring an Attack, a creature may choose one of the following:

- Move again up to its full Movement Value.
- Opportunity Dodge - prevent all damage from one Attack made against it before the beginning of its next activation.
- Interact with one Equipment item within Melee Range.

  - Enter or leave a Craft within Melee Range.
  - Do nothing.
- Instead of using its normal Movement, a creature may perform two Equipment interactions during that activation.

9.4 Footprint Movement

- A creature must be able to legally place its entire footprint after every single space of movement, not merely when movement ends.
- When any newly occupied part of a footprint enters terrain with a higher movement cost, that movement step uses the highest cost among the newly entered spaces.

10. Terrain

10.1 Difficult and Impassable Terrain

- Entering a difficult-terrain space costs 2 Movement.
- Creatures with Size 3x3 or 4x4 ignore difficult terrain.
- Flying creatures ignore difficult terrain while Flying.
- Water is difficult terrain unless a rule or ability removes the penalty.
- Forests are difficult terrain and block line of sight unless the map or scenario says otherwise.
- Mountains are impassable except to Flying creatures, creatures with Mountainwalk, or effects that explicitly permit mountain traversal.

10.2 Basic-Land Terrain Mapping

Land Type	Manafront Terrain
Plains	Grassland / open ground
Island	Water
Swamp	Marsh
Mountain	Mountain / rocky high terrain
Forest	Woodland

10.3 Landwalk

- Landwalk doubles movement through its corresponding terrain. Treat matching terrain as effectively costing half as much Movement, with two matching-terrain spaces traversed for each 1 Movement when the path remains legal.
- Mountainwalk additionally permits entry into otherwise impassable Mountain terrain.

11. Combat, Retaliation, and Interception

11.1 Complete Attack Sequence

1. Choose an eligible creature at its initiative and move it if desired.
2. Choose a legal target: a creature, Battle, enemy Portal, or enemy Castle Wall segment. Ranged Attacks require line of sight.
3. Tap the attacking creature unless Vigilance or another effect says otherwise. Record it in that player's Attack History if it was declared as a normal attacker.
4. Determine all applicable Interceptions and stop/reposition the attacker as required.
5. Interception Window - players receive priority. An attacker not Intercepted by this point is considered unblocked/unintercepted for abilities such as Ninjutsu and Sneak.
6. First-Strike Damage - attackers with First Strike or Double Strike deal their combat damage.
7. First-Strike Retaliation - surviving eligible untapped defenders with First Strike or Double Strike Retaliate if the attacker is within their Range.
8. Apply state-based actions and normal priority as required by the rules.

9. Normal Damage - attackers without First Strike, plus attackers with Double Strike, deal combat damage.
10. Normal Retaliation - surviving eligible untapped defenders without First Strike, plus defenders with Double Strike, Retaliate if the attacker is within their Range.
11. Apply state-based actions. The attacker may then spend any unused Movement before initiative continues.

11.2 Retaliation

RETALIATION
Retaliation replaces the ordinary blocking damage exchange for direct Manafront creature attacks. A defender Retaliates only if it is untapped, otherwise eligible, and the attacker is within the defender's current Range.

- Retaliation does not tap the defending creature.
- A tapped creature cannot Retaliate.
- Multiple creatures may attack the same target in separate activations.
- Combat damage marked on creatures is removed during Cleanup.

11.3 Opportunity Attacks

- When a creature leaves an enemy creature's Melee Range using movement, that enemy may make an Opportunity Attack if eligible.
- Each creature may make no more than one Opportunity Attack per Round.
- Opportunity Attacks always have Range 1 regardless of normal Range.
- The moving creature does not Retaliate during an Opportunity Attack.
- Forced movement can trigger Opportunity Attacks. Teleportation does not.
- A Flying creature does not trigger a ground creature's Opportunity Attack unless the Flying creature is Grounded. A Flying creature can threaten another Flying creature normally if otherwise eligible.
- An Opportunity Attack is one combat-damage event. First Strike and Double Strike do not create extra Opportunity-Attack damage events; other applicable damage abilities function normally.

11.4 Interception

Interception converts blocking requirements and similar card text into spatial engagement.

- After an Attack is declared, each untapped creature currently within Melee Range of the attacker that is required to block/intercept it must Intercept if able. Stop or reposition the attacker in the nearest legal position as required and make each Interceptor an engaged defender.
- Interception consumes that creature's Opportunity Attack for the Round.
- If an effect requires multiple creatures to block the same attacker, all legally required Interceptors within Melee Range become engaged with it. The attacker orders and assigns combat damage among them using normal multiple-blocker principles.
- Each eligible untapped Interceptor may Retaliate at the appropriate damage stage if the attacker is within its Range.

11.5 Trample

- When directly attacking a creature, after assigning lethal damage to that creature, excess Trample damage may be assigned to adjacent enemy creatures.
- When an attacker originally targeted a Portal, Castle Wall, or Battle and is Intercepted, it assigns lethal damage to all required Interceptors first. Remaining Trample damage continues to the original target.
- If Infect Trample damage from a declared Portal attack reaches the Portal, that excess produces poison normally under the Portal Infect rule.

11.6 Fight

- Two creatures can fight only if they are within Melee Range of one another when the fight would occur. If not, the fight does not occur.
- An effect that merely has one creature deal damage equal to its power to another creature is not Fight and uses the source's normal Manafront Range rules.

11.7 Defending Player

- When a creature attacks a Portal or Castle Wall, that player is the defending player.
- When a creature attacks another creature, that creature's controller is the defending player.
- When a creature attacks a Battle, that Battle's protector is the defending player.

11.8 Attack History and Solo Attacks

- Each player tracks the creatures they declared as normal attackers during the current Combat. This is that player's Attack History. It resets at End of Combat.
- Abilities that ask whether creatures attacked together or count creatures that attacked use the current Attack History, subject to Manafront's sequential initiative.
- When declaring the first normal Attack of a Combat, a player may declare it a Solo Attack. If they do, no other creature that player controls may declare a normal Attack during that Combat. Use Solo Attack for Exalted and similar "attacks alone" requirements.
- Abilities that trigger when "one or more creatures attack" trigger only the first time that player satisfies the condition during each Combat sequence. Creature-specific "whenever a creature attacks" abilities still trigger for each applicable creature.

12. Influence, Sources, Targets, and Nonspatial Zones

12.1 Player Influence

A player's Influence consists of:

- That player's own Castle.
- The entire Neutral Zone.
- Each enemy Castle in which that player currently controls at least one creature.
- If the player no longer controls a creature inside an enemy Castle, that Castle immediately leaves their Influence unless another effect says otherwise.

12.2 Spells and Noncreature Effects

- Spells and noncreature battlefield effects use Influence as their physical battlefield range unless a Manafront rule says otherwise.
- A target must be legal under Influence when chosen and again when the spell or ability resolves if battlefield Influence is part of that target's legality.
- Enchantments may target anything permitted by their text within the caster's Influence. An Aura that was legally attached remains attached normally if Influence later changes.
- A noncreature effect that affects all creatures, all artifacts, all lands, all permanents, or another battlefield-wide set affects only qualifying objects located within its controller's Influence.
- A noncreature effect that affects "opponents" affects only opponents whose Castles are currently within the effect controller's Influence. Static effects update continuously as Influence changes; one-shot effects determine their affected set when the applicable instruction resolves.

12.3 Creature Abilities

- Battlefield effects originating from creatures - including static, activated, triggered, and targeted effects - use Range 7 unless the card or a Manafront rule says otherwise.
- Creature combat Range from subtype does not reduce this Range-7 ability rule.
- A creature-originated effect that affects an opponent as a player can affect that opponent only if that opponent's Portal is within Range 7, unless the effect is nonspatial by nature.

12.4 Physical Locations of Nonphysical Objects

- Lands, ordinary enchantments, non-Equipment artifacts, and similar nonphysical permanents are considered located at their controller's Portal for Range, Influence, and targeting.
- If a spell or ability needs a physical origin but its source has no battlefield position, treat the source as located at its controller's Portal.
- An attached nonphysical permanent is considered located with the permanent to which it is attached when that location matters.

12.5 Nonspatial Zones and the Stack

- Hands, libraries, graveyards, exile, the Command Zone, and the Stack are nonspatial zones.

- Effects that operate only on cards or spells in nonspatial zones ignore battlefield Range and Influence unless Manafront explicitly says otherwise.
- Once an opponent has been legally affected as a player, choices involving that player's nonspatial zones do not require secondary Range checks.

13. Physical Entry, Deployment, and Control Changes

13.1 Physical Entry Hierarchy

PHYSICAL ENTRY PRIORITY
When a creature or other physical object enters the battlefield, use the first applicable rule below.

1. A specifically stated Manafront or card position is used if legal.
2. Attack Replacement - if an effect replaces an attacker, the new attacker uses the departing attacker's position and continues attacking the same physical target.
3. Assigned Attacking Entry - a creature that enters attacking, or is created with a requirement to attack a specific player/permanent during the current Combat, uses Section 13.2.
4. **A creature token created by a physical battlefield source enters in the nearest legal position to that source without crossing an impassable boundary unless the effect explicitly permits that boundary to be crossed.**
5. All other creatures enter in the nearest legal position to their controller's Portal, normally inside the Castle. Heavy Deployment overrides this for applicable 4x4 creatures.

- If multiple equally near legal positions exist, the entering object's controller chooses.
- If no adjacent Portal placement exists, use the nearest legal position inside that player's Castle before applying the failed-entry rule.

13.2 Attacking Entry

- A creature entering the battlefield attacking is placed in the nearest legal position from which it can legally attack its assigned target.
- Attacking Entry and other source-based placement cannot cross an impassable boundary unless the effect explicitly permits that boundary to be crossed or the entering creature is continuing an Attack already occurring on the far side of that boundary.
- When several positions are equally near, prefer the one closest to the effect's physical source. If the source has no position, use its controller's Portal. The entering creature's controller breaks any remaining tie.
- If no legal attacking position exists, place it in the nearest legal position to the assigned target, but it enters not attacking.
- A creature put onto the battlefield attacking receives no separate Movement/Combat activation for that Attack and did not "attack" for abilities that require the creature to have been declared as an attacker.

13.3 Attacking a Player Without a Physical Target

- If an effect puts a creature onto the battlefield attacking a player but does not specify Portal or Castle Wall, it attacks that player's nearest legal Castle Wall and is placed on the exterior side of that Wall unless it is continuing an Attack already occurring inside the Castle.
- If the entering attacker was generated by or replaced an attacker already attacking the same player, it may continue attacking that source attacker's exact physical target when the effect supports doing so.

13.4 Failed Entry

- If a token has no legal battlefield position and cannot legally join a Formation, that token is not created.
- A creature spell can be cast only if at least one legal deployment position exists at the time it is cast. If no legal position exists when it resolves, put the spell card into its owner's graveyard instead of entering the battlefield.
- If a nontoken card would enter the battlefield from another zone and no legal position exists, it does not enter and remains in its current zone unless the resolving effect itself instructs another zone change.

13.5 Blink and Return

- If an effect exiles a physical permanent and returns it during the same resolving spell or ability, it attempts to return to its previous position. If unavailable, use the nearest legal position.
- If the return occurs later through a delayed trigger or separate effect, the permanent uses normal deployment from its controller's Portal unless the effect specifies another location.

13.6 Control Changes

- Changing control does not move a physical permanent.
- A creature stolen while standing inside an enemy Castle can immediately establish Influence for its new controller, even if it cannot activate that Round.
- If two physical permanents exchange controllers, both remain in their existing positions.

13.7 Physicalization

- When a nonphysical permanent becomes a creature, use that permanent's current Manafront location as the placement origin and put its creature representation in the nearest legal position, then apply its Size. A Portal's reserved space cannot be occupied by this placement.
- If an already physical Battle becomes a creature, its Battle space is the origin for the creature's footprint.

14. Permanents on the Map and Battles

14.1 Permanents Without Normal Board Pieces

- Lands are not physically represented on the grid.
- Ordinary enchantments are not physically represented on the grid.
- Non-Equipment artifacts are not physically represented on the grid unless they are creatures.
- Treasure, Food, Clue, Blood, and similar non-Equipment artifact tokens are not physical Items.
- Artifact creatures use normal creature placement and cannot be carried as Items.

14.2 Battles

- Battle cards are legal in Manafront.
- When a Battle enters, place it on any unoccupied space in the Neutral Zone unless an effect specifies otherwise.
- A Battle occupies one space. Other objects may move through that space if otherwise legal but cannot end movement there.
- A Battle does not block line of sight merely by occupying its space.
- Creatures attack Battles using normal Manafront movement, Range, and line-of-sight rules. Battles otherwise follow their printed rules.
- When a Battle becomes or returns as a creature, use its Battle space as the origin and expand the new creature footprint under the normal Size rules.

14.3 Planeswalkers

Planeswalker cards are not legal in Manafront Alpha.

15. Equipment, Storage, Looting, and Interaction

15.1 Physical Equipment

- Equipment is the only standard noncreature artifact category with physical loot rules.
- Equipment stored at base is located at the controller's Portal. No separate Item Rack exists.
- Attached Equipment occupies the same physical location as the equipped creature.
- Dropped Equipment is represented by an Equipment Marker in its space.
- Whenever a creature carrying or wearing Equipment leaves the battlefield, all carried or attached Equipment drops at that creature's last battlefield position unless the effect explicitly moves the Equipment too.
- Equipment dropped while its bearer is inside a Craft remains as loose Equipment in that interior position.

- When a Craft leaves the battlefield, loose Equipment inside it is placed in the nearest legal exterior spaces during the Crash procedure. Equipment is not exerted.

15.2 Carrying and Interacting

- A creature can carry up to three unequipped Equipment items. Equipped Equipment does not count against this limit.
- A creature can physically interact only with Equipment whose mana value is equal to or less than that creature's mana value.
- Physical interactions include carrying, equipping, dropping, storing at a Portal, taking stored Equipment, or throwing Equipment.
- A creature must normally be within Melee Range of dropped Equipment or the Portal storing it to interact with it.
- A creature may throw Equipment it carries, or Equipment within Melee Range, up to 3 spaces to a legal destination. Throwing is an Equipment interaction.

15.3 Equip and Reconfigure

EQUIP IS MELEE
To activate an Equip or Reconfigure ability, the Equipment and intended creature must be within Melee Range of one another. The normal target must also be legal. A spell or ability that directly says to attach Equipment is not an Equip action and follows its normal Manafront targeting rules.

15.4 Ownership and Control

- Ownership of a card never changes.
- Equipping Equipment controlled by another player changes control of that Equipment to the controller of the equipped creature and exerts that creature.
- If control of the equipped creature changes, control of the attached Equipment changes with the creature while ownership remains unchanged.
- Storing Equipment at your Portal changes control of it to you while it remains stored there.
- An opponent may target equipped, carried, stored, or dropped Equipment only if the effect is otherwise legal under the appropriate Range/Influence rules.

16. Craft: Mounts, Vehicles, and Spacecraft

16.1 Craft Footprints and Interiors

Craft	Battlefield Footprint	Interior Grid
Mount	1x1	1x1
Vehicle	2x2	2x2
Spacecraft	3x3	3x3

PHYSICAL CRAFT CAPACITY
A Craft's interior has the same dimensions as its battlefield footprint. Creatures inside retain their normal Manafront Size. Any number of occupants may be inside only if all of their full footprints can be arranged simultaneously within the Craft's interior grid without overlap.

- A creature that cannot fit in the remaining interior space cannot enter that Craft.
- If an occupant changes Size and the occupants can no longer be legally arranged, eject the minimum necessary occupants chosen by the Craft's controller using the Crash procedure until the interior is legal.
- Crew, Station, and similar piloting costs can be paid only by eligible creatures physically inside that Craft unless a card explicitly says otherwise.

16.2 Entering and Leaving

- Entering a friendly Craft consumes the creature's Attack action and requires the creature to be within Melee Range of the Craft and able to fit inside.
- Leaving a Craft consumes the creature's Attack action. Place it in the nearest legal unoccupied exterior position adjacent to the Craft.
- Occupants move with the Craft automatically and do not spend their own Movement when the Craft moves.
- Occupants may reposition within the interior during their own activation if they are otherwise eligible to spend Movement and their full interior footprint remains legal.

16.3 Piloting and External Combat

- A Craft you control can be piloted when its printed requirement is satisfied by eligible occupants inside it.
- Any Craft that is a creature uses normal Manafront initiative according to its current mana value and may move/Attack only if otherwise eligible under summoning-sickness and activation rules.
- If a Craft becomes a creature after its applicable mana-value initiative has already passed, it receives no normal Movement/Combat activation that Round unless a rule explicitly grants one.
- A Craft's normal Attack Range equals its mana value unless its card or another Manafront rule says otherwise.
- Only occupants with Range 7 may make normal Attacks against external targets from inside a Craft.

16.4 External Location of Occupants

- For external Range, Influence, and source-location calculations, an occupant is considered located at the Craft's battlefield footprint. Measure from the nearest applicable space of that footprint.
- A creature inside a Craft that is itself inside an enemy Castle counts as a creature controlled inside that Castle for Influence.

16.5 Passenger Immunity

PASSENGER IMMUNITY
A creature inside a Craft cannot be targeted, dealt damage, destroyed, exiled, returned to a hand or library, have its control changed, or otherwise be affected by a spell, ability, Attack, or effect originating outside that Craft. Effects originating inside the Craft and the occupant's own voluntary costs/actions function normally.

16.6 Boarding Enemy Craft

- Spend the boarding creature's Attack action while it is within Melee Range of the enemy Craft.
- The boarder must have enough legal interior space for its full footprint. If it cannot fit, it cannot board.
- Place the boarder in a legal interior position. Enemy occupants and boarders may attack and Retaliate against one another using the interior grid.
- An enemy Craft cannot be hot-wired while any creature controlled by the Craft's current controller remains inside it.
- After opposing occupants are cleared, exert a creature you control inside the Craft to hot-wire it and gain control, if that Craft can be hot-wired.
- Mounts follow Craft entry/exit and passenger rules but cannot be hot-wired by this procedure. They can still change control through normal card effects.

16.7 Craft Leaving the Battlefield - Crash Procedure

CRASH
Whenever a Craft leaves the battlefield for any reason other than phasing, remove the Craft and eject every occupant into the nearest legal exterior positions. Each ejected creature becomes exerted and cannot make Opportunity Attacks for the remainder of the Round. Passengers take no automatic crash damage unless a card or scenario deals it.

- If an ejected creature has no legal exterior placement, apply the Forced Placement Failure rule in Section 8.3.

- When a Craft phases out, its occupants phase with it. When it phases in, preserve their interior positions if legal.

17. Tokens and Formations

Formations reduce token bookkeeping without merging Magic permanents.

- Identical adjacent creature tokens controlled by the same player may form a Formation when they have compatible movement and attack requirements.
- All members of a Formation occupy the same battlefield footprint, equal to the normal Size of one member, and may be represented by one miniature/token plus a visible count marker.
- All members remain separate permanents for targeting, damage, counters, death, triggers, and other Magic rules.
- A Formation moves as one group during initiative. Members attack individually.
- Tokens with different movement eligibility, summoning sickness, control, characteristics, mandatory destinations, or mandatory attack requirements separate as needed.
- If several identical Formation members make identical attacks against the same target and no player wishes to respond between them, the table may resolve them as a batch while treating each as an individual Attack.
- An Opportunity Attack against a Formation targets one individual token chosen by the creature making the Opportunity Attack.
- If a token cannot be placed and cannot legally join a Formation, it is not created.

18. Costs, Mana, and Economy

18.1 Costs Are Nonspatial

COSTS ARE NONSPATIAL
A player may use any object or resource they legally control to pay a cost regardless of battlefield position. Paying a cost does not require Range or Influence unless Manafront specifically makes that action physical.

- This principle covers tapping, sacrificing, discarding, exiling cards from graveyards, paying life, Convoke, Improvise, Delve, Casualty, Emerge, Offering, Conspire, Teamwork, and similar costs.
- Physical exceptions such as Equip, boarding, and Crew/Station restrictions use their specific Manafront rules.

18.2 Mana Abilities

- Mana abilities never require Manafront Range or Influence.
- A creature tapped for mana or another cost remains able to move but is not combat-ready while tapped under Section 9.

18.3 Resource Tokens

- Treasure, Food, Clue, Blood, and similar noncreature resource tokens remain nonphysical permanents located at their controller's Portal for spatial targeting.
- They cannot be physically looted. They can be affected by legal spells and abilities once Range/Influence requirements are satisfied.

18.4 Ward, Counterspells, Tutors, and Graveyards

- Ward functions normally after a target has first been established as legal under Manafront.
- Counterspells and other effects targeting objects on the Stack do not require battlefield Range or Influence.
- Searching or manipulating cards in a player's own nonspatial zones works normally. If a tutored/reanimated permanent enters the battlefield, apply the Physical Entry rules.

19. Keyword and Card-Text Conversions

Term / Text	Manafront Conversion
Defender	This creature cannot declare an Attack.
First Strike	Uses the First-Strike Damage and First-Strike Retaliation stages in Section 11.
Double Strike	Participates in both damage stages and, when defending, both applicable Retaliation stages.
Flash	Functions normally and may use Commander Flash Deployment in Section 4.2.
Haste	Functions normally and permits Movement/Attack on the Round the creature enters or changes control.
Vigilance	Functions normally; the creature does not tap to Attack and therefore remains eligible to Retaliate if otherwise legal.
Reach	Can Attack and Retaliate against Flying creatures within full Range and can Intercept Flying attackers when otherwise legal.
Can't be blocked / unblockable	A creature that could not legally block the attacker cannot Intercept or Retaliate against that Attack.
Whenever this becomes blocked	Triggers when the attacker is Intercepted or an attacked creature legally Retaliates, as appropriate to the card.
Whenever this blocks	Triggers when that creature Intercepts or Retaliates as the Manafront blocking conversion requires.
Menace	The attacker cannot be Retaliated against unless at least two eligible enemy creatures are within Melee Range of it. The second creature does not automatically Retaliate unless another rule engages it.
Must be blocked	Use Interception. An eligible required defender Intercepts if able.
Lure / all creatures able to block	All eligible untapped creatures within Melee Range are required to Intercept, using Multiple Interception.
Protection	Functions normally. In addition, a creature with protection from a quality cannot be Intercepted or Retaliated against by creatures of that quality.
Flying	Use Section 19.1.
Landwalk	Use Section 10.3.
Trample	Use Section 11.5.
Flanking	The creature gets +1/+1 for each other friendly creature adjacent to its target during that combat.
Phasing	Use Section 19.2.
Shadow	Use Section 19.3.
Infect	Use the Portal poison rules in Section 3.3; creature damage applies -1/-1 counters normally. Noncombat Infect damage to a player deals no damage and gives no poison.
Toxic	Gives poison from creature combat damage only when that damage is delivered through the Portal.
Poisonous	Triggers for player combat damage only when that damage is delivered through the Portal.
Goad	Use Section 19.4.
Ninjutsu / Sneak-style attack replacement	An unintercepted attacker may satisfy unblocked-attacker requirements. The replacement attacker occupies the departing attacker's position and continues attacking the same physical target.

Term / Text	Manafront Conversion
Myriad	Copies use Attacking Entry. Copies assigned to other opponents default to those opponents' Castle Walls unless the effect/source gives a more specific physical target.
Encore	Copies with mandatory opponent attacks use Assigned Attacking Entry, then receive normal eligible activation with Haste and must attack their assigned opponents if able.
Mobilize / source-created attacking tokens	Attacking tokens appear nearest their physical source and attack the source's physical target if legally able; otherwise they enter tapped but not attacking.
Dash / Blitz	No special spatial conversion. Deploy normally, then use Haste and printed delayed-return/sacrifice text.
Storm	Counts only other spells cast by that Storm spell's controller earlier during the current Round.
Banding / Bands with Other	These abilities have no effect in Manafront Alpha. The cards remain otherwise legal.
Hexproof, Shroud, Indestructible, Deathtouch, Lifelink, Buyback	Function normally unless another Manafront rule directly changes the interaction.
Rampage / blocker-count mechanics	Use engaged defenders and Interceptors as blockers wherever the printed ability counts blockers or blocked creatures.

19.1 Flying

- A creature is either Flying or Grounded for targeting and movement purposes.
- Before a creature with Flying spends any Movement during its activation, choose whether it is Flying or Grounded for that activation's movement. A Grounded creature that normally has Flying has half its normal Movement, rounded up. It may change state again after all movement for that activation is complete, but not while movement is being spent.
- Flying creatures ignore difficult terrain and may cross Castle Walls and other ground obstacles unless a scenario says otherwise.
- A Flying creature may share a space with a non-Flying creature. Two Flying creatures cannot share a space unless one is Grounded.
- A Flying creature cannot become Grounded in an illegally occupied position.
- A Flying creature can be attacked by another Flying creature within the attacker's Range.
- A creature with Reach can Attack or Retaliate against a Flying creature within full Range.
- A Range-7 creature without Flying or Reach can Attack a Flying creature only when the Flying creature is within 3 spaces.
- Grounded creatures are targeted as non-Flying creatures.

19.2 Phasing

- Phasing functions normally except for physical placement.
- When a creature phases in, attempt to restore its previous footprint. Push/displace occupying creatures using the normal placement rules.
- If the phasing creature still cannot be legally placed, it remains phased out until its controller's next Untap Step.

19.3 Shadow

- Shadow and non-Shadow creatures may share battlefield spaces.
- Shadow and non-Shadow creatures cannot directly Attack, Retaliate against, Intercept, or make Opportunity Attacks against one another unless an effect specifically allows that combat interaction.
- Shadow and non-Shadow creatures do not block each other's line of sight solely by sharing/crossing spaces. Spells and abilities can otherwise affect them normally.

19.4 Goad

- A goaded creature must use its combat activation to move toward the nearest legal Castle belonging to a player other than the player who goaded it and must attack that player if it becomes able.
- If no other player can legally be approached or attacked, it may approach and attack the player who goaded it.

20. Quick Reference

Rule	Standard Value
Starting life	40
Poison loss	10 poison counters
Battlefield	60x60
Castle	9x9 corner area
Portal	Unique center space of Castle; row 5 / column 5
Gates	Two inward-facing centered gates; 3 spaces wide
Base Movement	5
Movement minimum / maximum	1 / 9
Difficult terrain	2 Movement per entered space
Melee / Long / Far Range	1 / 2 / 7
Creature ability Range	7
Opportunity Attacks	Max 1 per creature per Round; always Range 1
Equipment carry limit	3 unequipped Equipment per creature
Equipment storage	At Portal
Thrown Equipment	Up to 3 spaces
Craft footprints	Mount 1x1; Vehicle 2x2; Spacecraft 3x3
Default unlisted creature	1x1, Range 1
Default loss conditions	0 or less life; 10 or more poison

20.1 Activation Checklist

1. Find the current mana-value initiative.
2. At that mana value, cycle one eligible activation per player beginning with Primary Player.
3. Calculate the creature's Movement from base P/T when its activation begins.
4. Move up to available Movement if eligible.
5. Declare an Attack or choose an alternative activation option.
6. Resolve Interception and the Interception Window.
7. Resolve First-Strike Damage and First-Strike Retaliation.
8. Resolve normal Damage and normal Retaliation.
9. Spend unused Movement.
10. Advance to the next eligible activation, then the next mana value.

Appendix A. Creature Subtype Size and Range Table

This table is part of the Manafront Alpha core rules. For creatures with multiple creature types, use the smallest listed Size and greatest listed Range. Mount is 1x1 under the current Craft rules. Unlisted or typeless creatures use the default 1x1 / Range 1 profile until an official Manafront table update assigns them another profile.

#	Creature Type	Size	Range
1	Advisor	1x1	1
2	Aetherborn	1x1	1
3	Alien	2x2	7
4	Ally	1x1	1
5	Angel	2x2	2
6	Antelope	1x1	1
7	Ape	2x2	1
8	Archer	1x1	7
9	Archon	2x2	2
10	Armadillo	1x1	1
11	Army	3x3	1
12	Artificer	1x1	7
13	Assassin	1x1	1
14	Assembly-Worker	1x1	1
15	Astartes	2x2	7
16	Atog	1x1	1
17	Aurochs	2x2	1
18	Avatar	3x3	7
19	Azra	1x1	1
20	Badger	1x1	1
21	Balloon	1x1	1
22	Barbarian	1x1	1
23	Bard	1x1	7
24	Basilisk	2x2	1
25	Bat	1x1	1
26	Bear	2x2	1
27	Beast	2x2	1
28	Beaver	1x1	1
29	Beeble	1x1	1
30	Beholder	2x2	7
31	Berserker	1x1	1
32	Bird	1x1	1
33	Blinkmoth	1x1	1
34	Boar	2x2	1
35	Bringer	3x3	7
36	Brushwagg	1x1	1
37	Camarid	1x1	1
38	Camel	2x2	1
39	Capybara	1x1	1
40	Caribou	2x2	1
41	Carrier	2x2	1
42	Cat	1x1	1
43	Centaur	2x2	2
44	Child	1x1	1
45	Chimera	3x3	2
46	Citizen	1x1	1
47	Cleric	1x1	7
48	Clown	1x1	1
49	Cockatrice	2x2	1
50	Construct	2x2	1
51	Coward	1x1	1
52	Coyote	1x1	1
53	Crab	1x1	1
54	Crocodile	2x2	1
55	C'tan	3x3	7
56	Custodes	2x2	7
57	Cyberman	1x1	7
58	Cyclops	3x3	1
59	Dalek	1x1	7
60	Dauthi	1x1	1
61	Demigod	1x1	2
62	Demon	2x2	2
63	Deserter	1x1	1

#	Creature Type	Size	Range
64	Detective	1x1	1
65	Devil	2x2	2
66	Dinosaur	3x3	1
67	Djinn	2x2	7
68	Doctor	1x1	2
69	Dog	1x1	1
70	Dragon	3x3	7
71	Drake	2x2	7
72	Dreadnought	3x3	1
73	Drone	1x1	1
74	Druid	1x1	7
75	Dryad	1x1	7
76	Dwarf	1x1	1
77	Efreet	2x2	7
78	Egg	1x1	1
79	Elder	1x1	1
80	Eldrazi	3x3	7
81	Elemental	2x2	7
82	Elephant	3x3	2
83	Elf	1x1	7
84	Elk	2x2	1
85	Employee	1x1	1
86	Eye	2x2	7
87	Faerie	1x1	1
88	Ferret	1x1	1
89	Fish	1x1	1
90	Flagbearer	1x1	1
91	Fox	1x1	1
92	Fractal	1x1	1
93	Frog	1x1	1
94	Fungus	1x1	1
95	Gamer	1x1	1
96	Gargoyle	2x2	1
97	Germ	1x1	1
98	Giant	3x3	1
99	Gith	1x1	1
100	Glimmer	1x1	1
101	Gnoll	1x1	1
102	Gnome	1x1	1
103	Goat	1x1	1
104	Goblin	1x1	1
105	God	4x4	7
106	Golem	2x2	1
107	Gorgon	1x1	7
108	Graveborn	2x2	1
109	Gremlin	1x1	1
110	Griffin	2x2	1
111	Guest	1x1	1
112	Hag	1x1	1
113	Halfling	1x1	1
114	Hamster	1x1	1
115	Harpy	1x1	1
116	Hellion	3x3	7
117	Hippo	2x2	1
118	Hippogriff	2x2	1
119	Homarid	2x2	1
120	Homunculus	1x1	1
121	Horror	2x2	1
122	Horse	2x2	1
123	Human	1x1	1
124	Hydra	3x3	2
125	Hyena	1x1	1
126	Illusion	1x1	1

#	Creature Type	Size	Range
127	Imp	1x1	1
128	Incarnation	2x2	1
129	Inkling	1x1	1
130	Inquisitor	1x1	1
131	Insect	1x1	1
132	Jackal	1x1	1
133	Jellyfish	1x1	1
134	Juggernaut	3x3	1
135	Kavu	2x2	1
136	Kirin	2x2	7
137	Kithkin	1x1	1
138	Knight	2x2	1
139	Kobold	1x1	1
140	Kor	1x1	1
141	Kraken	4x4	2
142	Llama	2x2	1
143	Lamia	2x2	2
144	Lammasu	2x2	1
145	Leech	1x1	1
146	Leviathan	4x4	1
147	Lhurgoyf	3x3	1
148	Licid	1x1	1
149	Lizard	1x1	1
150	Manticore	2x2	2
151	Masticore	2x2	2
152	Mercenary	1x1	1
153	Merfolk	1x1	1
154	Metathran	1x1	1
155	Minion	1x1	1
156	Minotaur	2x2	1
157	Mite	1x1	1
158	Mole	1x1	1
159	Monger	1x1	7
160	Mongoose	1x1	1
161	Monk	1x1	2
162	Monkey	1x1	1
163	Moonfolk	1x1	7
164	Mount	1x1	1
165	Mouse	1x1	1
166	Mutant	2x2	1
167	Myr	1x1	1
168	Mystic	1x1	7
169	Nautilus	2x2	1
170	Necron	1x1	7
171	Nephilim	4x4	7
172	Nightmare	1x1	1
173	Nightstalker	2x2	1
174	Ninja	1x1	2
175	Noble	1x1	1
176	Noggle	1x1	1
177	Nomad	1x1	1
178	Nymph	1x1	7
179	Octopus	2x2	2
180	Ogre	2x2	1
181	Ooze	2x2	1
182	Orb	1x1	7
183	Orc	1x1	1
184	Orgg	2x2	1
185	Otter	1x1	1
186	Ouphe	1x1	1
187	Ox	2x2	1
188	Oyster	1x1	1
189	Pangolin	1x1	1

#	Creature Type	Size	Range
190	Peasant	1x1	1
191	Pegasus	2x2	1
192	Pentavite	1x1	1
193	Performer	1x1	1
194	Pest	1x1	1
195	Phelddagrif	2x2	1
196	Phoenix	2x2	2
197	Phyrexian	1x1	1
198	Pilot	1x1	1
199	Pincher	1x1	1
200	Pirate	1x1	1
201	Plant	1x1	1
202	Porcupine	1x1	1
203	Possum	1x1	1
204	Praetor	2x2	1
205	Primarch	2x2	7
206	Prism	1x1	7
207	Processor	2x2	1
208	Rabbit	1x1	1
209	Raccoon	1x1	1
210	Ranger	1x1	7
211	Rat	1x1	7
212	Rebel	1x1	1
213	Reflection	1x1	1
214	Rhino	2x2	1
215	Rigger	1x1	1
216	Robot	1x1	1
217	Rogue	1x1	2
218	Sable	1x1	1
219	Salamander	1x1	7
220	Samurai	1x1	2
221	Sand	1x1	1
222	Saproling	1x1	1
223	Satyr	1x1	1
224	Scarecrow	1x1	1
225	Scientist	1x1	1
226	Scion	1x1	1
227	Scorpion	1x1	1
228	Scout	1x1	2
229	Sculpture	2x2	1
230	Serf	1x1	1
231	Serpent	3x3	1
232	Servo	1x1	1
233	Shade	1x1	1
234	Shaman	1x1	7
235	Shapeshifter	1x1	1
236	Shark	2x2	1
237	Sheep	1x1	1
238	Siren	1x1	7
239	Skeleton	1x1	1
240	Skunk	1x1	1
241	Slith	1x1	1
242	Sliver	1x1	1
243	Sloth	1x1	1
244	Slug	1x1	1
245	Snail	1x1	1
246	Snake	1x1	1
247	Soldier	1x1	1
248	Soltari	1x1	1
249	Spawn	1x1	1
250	Specter	2x2	2
251	Spellshaper	1x1	7
252	Sphinx	3x3	7

#	Creature Type	Size	Range
253	Spider	2x2	1
254	Spike	1x1	2
255	Spirit	1x1	1
256	Splinter	1x1	1
257	Sponge	1x1	1
258	Squid	2x2	1
259	Squirrel	1x1	1
260	Starfish	1x1	1
261	Surrakar	2x2	1
262	Survivor	1x1	1
263	Synth	1x1	7
264	Tentacle	1x1	2
265	Tetravite	1x1	1
266	Thalakos	1x1	1
267	Thopter	1x1	1
268	Thrull	1x1	1
269	Tiefling	1x1	1
270	Time Lord	1x1	2
271	Toy	1x1	1
272	Treefolk	3x3	1
273	Trilobite	1x1	1
274	Triskelavite	1x1	1
275	Troll	2x2	1
276	Turtle	1x1	1
277	Tyranid	2x2	7
278	Unicorn	2x2	1
279	Vampire	1x1	1
280	Varmint	1x1	1
281	Vedalken	1x1	2
282	Volver	2x2	1
283	Wall	2x2	1
284	Walrus	2x2	1
285	Warlock	1x1	7
286	Warrior	1x1	1
287	Weasel	1x1	1
288	Weird	1x1	1
289	Werewolf	2x2	1
290	Whale	4x4	1
291	Wizard	1x1	7
292	Wolf	1x1	1
293	Wolverine	1x1	1
294	Wombat	1x1	1
295	Worm	4x4	1
296	Wraith	1x1	1
297	Wurm	4x4	1
298	Yeti	2x2	1
299	Zombie	1x1	1
300	Zubera	1x1	1

Appendix B. Alpha Release Notes and Playtest Record

B.1 v0.11 Alpha Major Revisions

- Renamed Crystal to Portal and made the Portal the player location, deployment origin, and Equipment-storage location.
- Changed standard Castles from 10x10 to 9x9 with a unique central Portal.
- Added centered 3-space Gates, permanent Castle Walls, competitive map symmetry, and a heavy-unit route standard.
- Added 40-life and 10-poison standard loss conditions with Portal-only creature-combat poison delivery.
- Formalized Shared Phase Ownership, Primary-turn wording, duration conversions, extra Rounds/phases, and skipped-turn conversion.
- Revised same-mana-value initiative to round-robin activations.

- Formalized full-footprint movement, nearest-edge Range measurement, and line-of-sight origin/target handling.
- Added default 1x1 / Range 1 profile for unlisted or typeless creatures.
- Replaced impossible resize destruction with non-destruction graveyard placement.
- Expanded combat with Interception Window, First-Strike Retaliation, Multiple Interception, Trample carry-through, Fight Range, Attack History, and Solo Attacks.
- Formalized Influence for player-targeting, Stax, nonphysical permanents, source locations, and the nonspatial Stack.
- Added universal Physical Entry hierarchy, Attacking Entry, blink, failed entry, and physicalization rules.
- Removed the separate Item Rack and made Equipment storage part of the Portal.
- Expanded Equipment leaving, Melee Equip/Reconfigure, theft, carrying, and throwing rules.
- Revised Craft capacity to use actual occupant footprints fitting within the Craft's same-sized interior grid; no abstract occupant capacity is used.
- Added Passenger Immunity, boarding, Crash ejection, external Craft location, and phasing with occupants.
- Expanded Formations with cohesion, batching, and Opportunity-Attack handling.
- Added nonspatial cost/mana rules and conversions for newer/legacy card mechanics where necessary.
- Banding and Bands with Other have no effect in Manafront Alpha.
- Unified Craft creature initiative, interior movement eligibility, loose Equipment crash handling, and explicit noncombat Infect behavior.
- Restored adjacent, Size-aware Formations and Rampage/blocker-count conversion.
- Unified Forced Placement Failure and corrected source-based entry, physicalization, and failed-entry edge cases.
- Simplified Interception timing and extended Range 7 to static battlefield effects originating from creatures.
- Clarified Castle Wall Range, Gate boundary geometry, and impassable-boundary Melee interactions.

B.2 Priority Physical Playtest Questions

- Can four players consistently complete a standard game in the 2-3 hour target?
- What is the average real-world duration of a Round as non-token creature counts increase?
- Does universal Neutral-Zone Influence encourage players to turtle inside their Castles?
- Does Flying + Infect create Portal kills faster than available anti-air counterplay can reasonably answer?
- Does Range 7 remain healthy on open maps when terrain density is standardized?
- How often do 3x3 and 4x4 footprints create line-of-sight or placement disputes?
- Do 3-space Gates create healthy infiltration pressure while keeping 4x4 units in a siege role?
- Does actual-footprint Craft capacity remain practical to track during boarding and Size-changing effects?
- Which printed cards still require improvised rulings under Retaliation, Interception, shared Rounds, or spatial entry?

B.3 Playtest Record

RECORD EACH GAME
Record player count, deck archetypes, map/scenario, total Rounds, real-world duration, first player-damage Round, first Portal attack Round, first elimination Round, maximum non-token creatures per player, maximum Formation count, poison totals, number of rules disputes, and every card that required an improvised ruling.